

C L A I M A M E N D M E N T S

The following is a complete listing of all claims that are, or were, in the application. A status identifier is provided for every claim and the current text of every claim is presented, unless the claim has been cancelled or withdrawn.

1. (CANCELLED)
2. (CURRENTLY AMENDED) A method comprising:
determining a first gaming session;
determining a rank ~~of for each of a plurality of gaming sessions comprising~~
the first gaming session ~~and; determining~~ at least one other gaming session, each at least one other gaming session having a respective rank that is not higher than the rank of the first gaming session;
determining data corresponding to the at least one other gaming session;
determining at least one bonus based on the data; and
applying the at least one bonus to the first gaming session,
in which determining the rank of ~~each of the plurality of gaming sessions the~~
~~first gaming session~~ comprises:
determining ~~for each of the plurality of gaming sessions~~ a number of prior
gaming sessions that are not concluded; and
determining the rank of ~~each of the plurality of gaming sessions the first~~
~~gaming session~~ based on the number.

3. (CURRENTLY AMENDED) A method comprising:
determining a first gaming session;
determining a rank ~~of for each of a plurality of gaming sessions comprising~~ the first gaming session ~~and;~~ ~~determining~~ at least one other gaming session, each at least one other gaming session having a respective rank that is not higher than the rank of the first gaming session;
determining data corresponding to the at least one other gaming session;
determining at least one bonus based on the data; and
applying the at least one bonus to the first gaming session,

in which determining the rank of ~~each of the plurality of gaming sessions the~~ ~~first gaming session~~ comprises:

determining ~~for each of the plurality of gaming sessions~~ a number of subsequent gaming sessions that are not concluded; and
determining the rank of ~~each of the plurality of gaming sessions the first~~ ~~gaming session~~ based on the number.

4. (CURRENTLY AMENDED) A method comprising:
determining a first gaming session;
determining a rank ~~of for each of a plurality of gaming sessions comprising~~ the first gaming session ~~and;~~ determining at least one other gaming session, each at least one other gaming session having a respective rank that is not higher than the rank of the first gaming session;
determining data corresponding to the at least one other gaming session;
determining at least one bonus based on the data; and
applying the at least one bonus to the first gaming session,

in which determining the rank of ~~each of the plurality of gaming sessions the~~ ~~first gaming session~~ comprises:

determining ~~for each of the plurality of gaming sessions a start time of the~~ ~~first gaming session~~; and
determining the rank of ~~each of the plurality of gaming sessions the first~~ ~~gaming session~~ based on the start time.

5. (CURRENTLY AMENDED) A method comprising:
determining a first gaming session;
determining a rank ~~of for each of a plurality of gaming sessions comprising~~ the first gaming session ~~and;~~ determining at least one other gaming session, each at least one other gaming session having a respective rank that is not higher than the rank of the first gaming session;
determining data corresponding to the at least one other gaming session;
determining at least one bonus based on the data; and
applying the at least one bonus to the first gaming session,

in which determining the rank of ~~each of the plurality of gaming sessions the~~ ~~first gaming session~~ comprises:

determining ~~for each of the plurality of gaming sessions~~ a duration ~~of the~~ ~~first gaming session~~; and
determining the rank of ~~each of the plurality of gaming sessions the first~~ ~~gaming session~~ based on the duration.

6. (CANCELLED)

7. (CURRENTLY AMENDED) A method comprising:

determining a first gaming session;

determining a rank ~~of for each of a plurality of gaming sessions comprising~~

the first gaming session ~~and;~~ ~~determining~~ at least one other gaming session, each at least one other gaming session having a respective rank that is not higher than the rank of the first gaming session;

determining data corresponding to the at least one other gaming session;

determining at least one bonus based on the data; and

applying the at least one bonus to the first gaming session,

in which determining the rank of the first gaming session comprises:

providing an offer to assign the rank to the first gaming session in exchange for an amount of funds.

8. (CURRENTLY AMENDED) A method comprising:
determining a first gaming session;
determining a rank ~~of for each of a plurality of gaming sessions comprising~~ the first gaming session ~~and;~~ determining at least one other gaming session, each at least one other gaming session having a respective rank that is not higher than the rank of the first gaming session;
determining data corresponding to the at least one other gaming session;
determining at least one bonus based on the data; and
applying the at least one bonus to the first gaming session,

in which determining the rank of ~~each of the plurality of gaming sessions the~~ ~~first gaming session~~ comprises:

determining ~~for each of the plurality of gaming sessions a rate of play of the~~ ~~first gaming session~~; and
determining the rank of ~~each of the plurality of gaming sessions the first~~ ~~gaming session~~ based on the rate of play.

9 – 11. (CANCELLED)

12. (PREVIOUSLY PRESENTED) The method of claim 8, in which determining the data comprises:
determining at least one outcome corresponding to the at least one other gaming session.

13. (PREVIOUSLY PRESENTED) The method of claim 8, in which determining the data comprises:

determining at least one payout corresponding to the at least one other gaming session.

14. (PREVIOUSLY PRESENTED) The method of claim 8, in which the at least one bonus comprises an increased probability of winning for at least one play of the first gaming session.

15. (PREVIOUSLY PRESENTED) The method of claim 8, in which the at least one bonus comprises a payout.

16. (ORIGINAL) The method of claim 15, in which applying comprises: dispensing an amount of coins.

17. (PREVIOUSLY PRESENTED) The method of claim 8, in which the at least one bonus comprises a secondary game play.

18. (PREVIOUSLY PRESENTED) The method of claim 8, in which applying comprises:
determining an account associated with the first gaming session; and
applying the at least one bonus to the account.

19. (PREVIOUSLY PRESENTED) The method of claim 8, further comprising:
determining a second gaming session of a second player; and
displaying an indication of the second gaming session of the second player to a first player,
in which the first player is associated with the first gaming session.

20. (PREVIOUSLY PRESENTED) The method of claim 19, in which displaying an indication comprises:
determining a rank of the second gaming session based on a rate of play of the second gaming session; and
displaying an indication of the rank of the second gaming session to the first player.
21. (PREVIOUSLY PRESENTED) The method of claim 19, in which determining the second gaming session comprises:
determining the second gaming session of the second player, the second gaming session having a rank that is not lower than a predetermined rank.
- 22 – 23. (CANCELLED)
24. (PREVIOUSLY PRESENTED) The method of claim 8, in which the rate of play is based on an aggregate amount wagered in the first gaming session.
25. (PREVIOUSLY PRESENTED) The method of claim 8, in which the rate of play is based on how many game plays have been conducted in the first gaming session.
26. (PREVIOUSLY PRESENTED) The method of claim 8, in which the rate of play is based on a determined number of game plays per unit time.

27. (PREVIOUSLY PRESENTED) The method of claim 8, in which the rate of play is based on a determined amount wagered per unit time.

28. (PREVIOUSLY PRESENTED) The method of claim 8, further comprising:

determining a rank of a player associated with the first gaming session, in which the rank of the player is different than the rank of the first gaming session.

29. (PREVIOUSLY PRESENTED) The method of claim 8, further comprising:

determining a rank of a gaming device associated with the first gaming session, in which the rank of the gaming device is different than the rank of the first gaming session.

30. (PREVIOUSLY PRESENTED) A computer readable medium storing instructions configured to direct a processor to perform the method of claim 8.

31. (PREVIOUSLY PRESENTED) An apparatus comprising:

a processor; and
the computer readable medium of claim 30 in communication with the processor.

32. (PREVIOUSLY PRESENTED) A method comprising:

determining a first gaming session;

determining a rank of the first gaming session based on at least one of the following:

- a measure of wagering in the first gaming session,
- a number of prior gaming sessions of at least one other player, and
- a number of subsequent gaming sessions of at least one other player;

determining at least one other gaming session, each at least one other gaming session having a respective rank that is different than the rank of the first gaming session;

determining data corresponding to the at least one other gaming session;

determining at least one bonus based on the data;

applying the at least one bonus to the first gaming session; and

displaying information corresponding to a plurality of gaming sessions, including the first gaming session.

33. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:

displaying the information via a wall display.

34. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:

displaying the information via a cable system.

35. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:

displaying respective ranks of the plurality of gaming sessions.

36. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:
displaying respective bonus statuses of a plurality of gaming devices.
37. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:
displaying information about respective players for the plurality of gaming sessions.
38. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:
displaying an indication of at least one gaming session initiated subsequent to the first gaming session.
39. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:
displaying an indication of at least one gaming session initiated prior to the first gaming session.
40. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:
displaying an indication of only gaming sessions having respective ranks that are not higher than the rank of the first gaming session.
41. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:

displaying an indication of only gaming sessions having respective ranks that are not less than the rank of the first gaming session.

42. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:

displaying the information when at least a portion of the information changes.

43. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:

displaying the information when the rank of the first gaming session changes.

44. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:

displaying the information when the rank of the first gaming session is likely to change.

45. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:

displaying the information when the first gaming session is eligible for a bonus.

46. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:

displaying an indication of a bonus level potentially achievable for the first gaming session if the first gaming session continues.

47. (PREVIOUSLY PRESENTED) The method of claim 32, in which displaying comprises:
determining a player preference for what types of information are displayed;
and
displaying the information in accordance with the player preference.
48. (PREVIOUSLY PRESENTED) The method of claim 32, in which the measure of wagering comprises an aggregate amount wagered in the first gaming session.
49. (PREVIOUSLY PRESENTED) The method of claim 32, in which the measure of wagering comprises how many game plays have been conducted in the first gaming session.
50. (PREVIOUSLY PRESENTED) The method of claim 32, in which the measure of wagering comprises a determined number of game plays per unit time.
51. (PREVIOUSLY PRESENTED) The method of claim 32, in which the measure of wagering comprises a determined amount wagered per time.
52. (PREVIOUSLY PRESENTED) A computer readable medium storing instructions configured to direct a processor to perform the method of claim 32.
53. (PREVIOUSLY PRESENTED) An apparatus comprising:

a processor; and

the computer readable medium of claim 52 in communication with the processor.